Nintendo

GAME BOY COLOR

DMG-ARKE-USA

Legend of The River King GBC™

Serious Fun™

INSTRUCTION BOOKLET

NATSUME®

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EVERYONE
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EVERYONE
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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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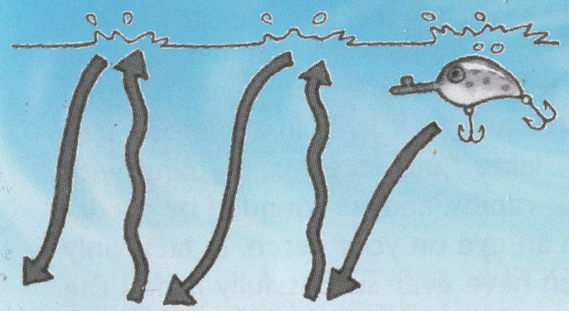

Using Super Game Boy

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, Insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

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THE STORY

On most days, fishing is a peaceful and relaxing sport. But this isn't most days. When you awaken one morning, you discover that your sister has fallen ill with a rare disease. Your wise old mother tells you that the only cure is found in the magical powers of the elusive Guardian Fish. It lives in a remote area of rivers, lakes, and streams teeming with dangerous rapids, and surrounded by predators with an eye on your catch. In fact, only a few men have ever successfully fished the wilderness. Only by using every ounce of bravery, skill, cunning, and perseverance can you hope to avoid the many pitfalls, catch a Guardian Fish, and save your sister. But you are determined to succeed.

CATCH A GUARDIAN AND SAVE YOUR SISTER!

CONTROL FUNCTIONS

CONTROL PAD

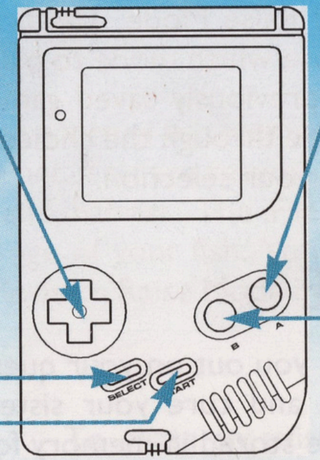
Controls your movements, directs casting and reeling, and cycles through the menu. To speak to other characters, simply move into them.

SELECT

Push once to pause the game in Fish Mode. Push again to resume action.

START

Begins the game and, in Fish Mode, toggles between fishing and walking.



A BUTTON

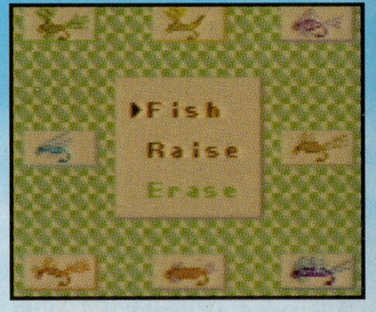
Use it to reel in fish, attack hostile animals, and activate selected menu options.

B BUTTON

Controls casting: the longer it is pushed, the further the cast. It also cancels selections and lets you exit the menu mode.

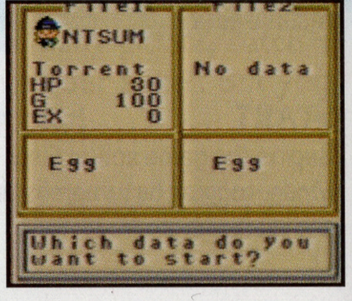
GETTING STARTED

There are two modes of play in Legend Of The River King, Fish Mode and Raise Mode. The first menu screen lets you choose which mode to play, or allows you to erase a previously saved game. Use the Control Pad to cycle through the choices, and the A Button to make your selection.

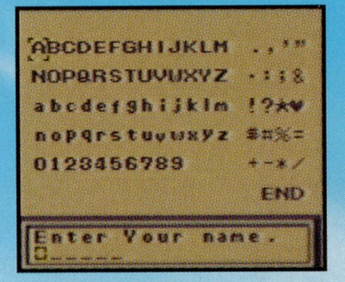


FISH MODE

Choosing Fish Mode sends you out on your quest to find the Guardian Fish and cure your sister. Two separate games can be stored in memory for future reference. The File Screen displays your progress, health, money, and experience in each of the saved game files.

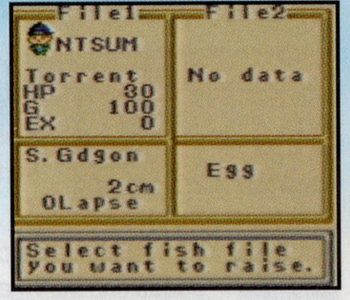


Before playing, you can type out a name for each game by moving through the alphabet with the Control Pad. Use the A Button to select a letter, and the B Button to backspace.



RAISE MODE

This mode allows you to raise a virtual fish from a tiny egg to a mature, healthy pet. You are responsible for its feeding, care, and habitat. The File Screen displays the size and age of your fish. You can easily switch from Fish Mode to Raise Mode in any village.

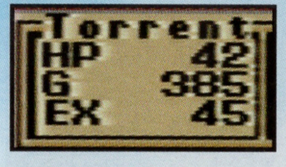


ERASE DATA

To erase an existing game file, choose that option from the Game Select Screen. Move the Icon to the file you wish to delete and press the A Button. You are asked to confirm your choice, in case you change your mind.

FISH MODE

You start your quest with only a fishing pole and bait. But you know you can catch fish along the way and trade them for supplies. You also know that villagers will give you valuable advice. Check your condition on the Command Menu with the A Button.



HP Health Points reflect your current physical strength. Points are added when you eat or rest at an inn. If your points dip down to zero, from fatigue or a predator's attack, you are sent to an inn to recover.

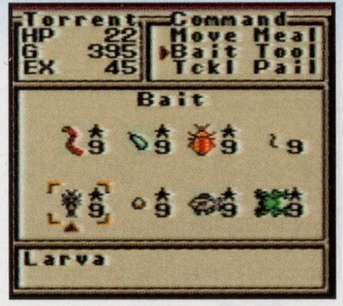
G You sell your catch at the Fish Market for Gold, which you exchange for various goods and services. Bigger fish bring more Gold.

EX You gain Experience by successfully fending off animal attacks. The greater the threat, the higher the yield. Earning more points increases your Health Points.

FISH To start angling, choose the Fish option from the Command Menu. You get out your tackle and are ready to cast. You may start fishing if your in the right position.

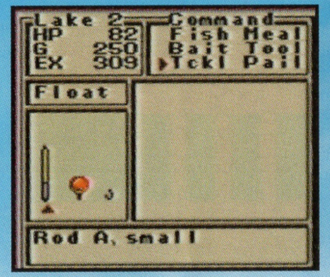
MOVE Choosing Move allows you to put away your tackle and walk to a new location. Start toggles between Move and Fish.

BAIT,LURE or FLY Depending on the type of rod your using, select either Bait, Lures, or Flies from the tackle box. Use Bait with the Float or Casting Rods. Choose a Lure for the Lure Rod. Dry and Wet Flies are used when Fly Fishing. Fish are often fickle, preferring just one type of presentation over all others. Therefore, if something doesn't seem to do the trick, try something else. Keep experimenting until you succeed.



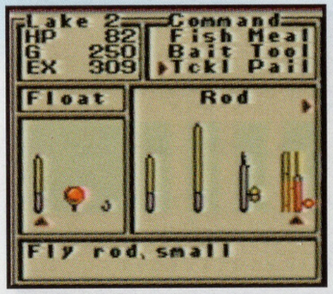
TCKL

Tackle refers to your whole fishing setup, including rod, float, sinker, and either bait, lure, or fly. As time goes on, the hero acquires more sophisticated tackle. Certain conditions call for a specific type of Tackle. To succeed, you must learn what that tackle is and how to use it.



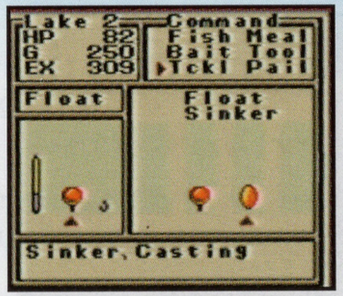
FISHING RODS

Your fishing technique, including the distance you can cast, depends on the size and type of rod you use.



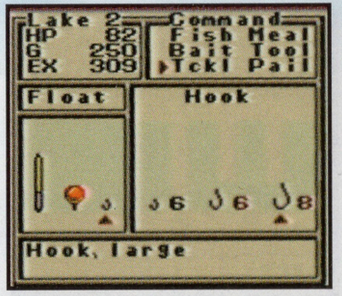
FLOAT/SINKER

Floats are used when fishing near the surface. Sinkers send the hook down deep.



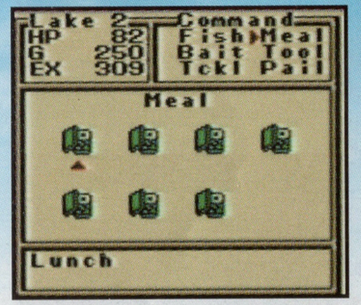
HOOKS

The hook you use depends on the size of fish you're after. Pack a variety to be ready for anything.



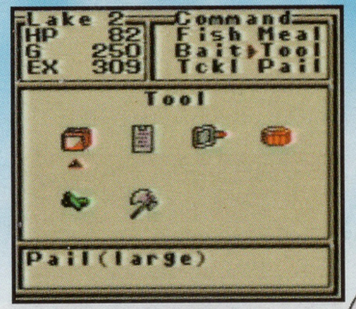
MEALS

You, like all of us, need to eat frequently. Meals replenish lost Health Points, making you stronger.



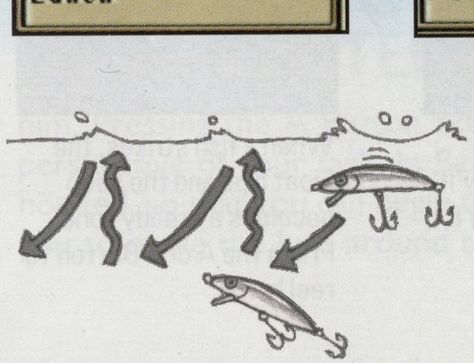
TOOLS

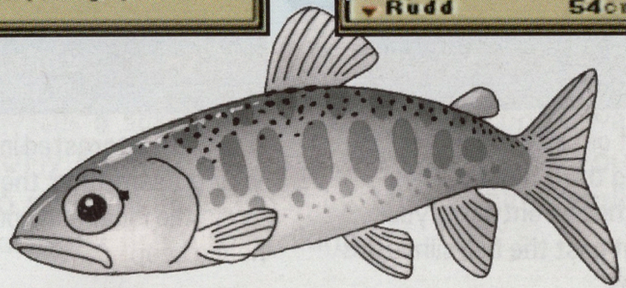
You can make use of a variety of other equipment. Much of it is available at the Tackle Shop.



PAIL

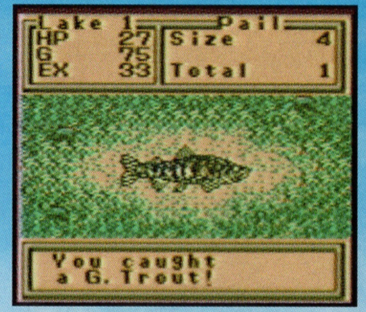
Your Pail displays the size and quantity of fish you have caught. The bottom list divides the catch by species.



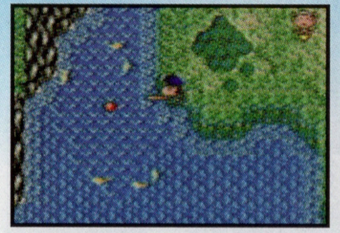


CATCHING FISH

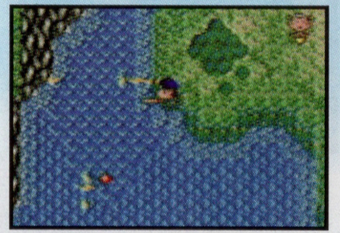
Depending on your equipment, the characteristics of the water, and the type of fish you're after, you must use one of several different fishing techniques. To start, select a good spot, choose Fish from the Command Menu, and wet your line!



BAIT FISHING



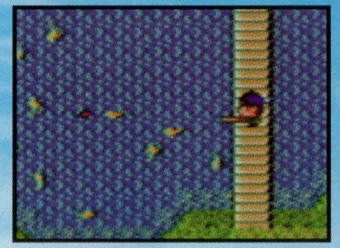
Cast out into the water by using the B Button. Then let the current carry your Float past the fish silhouettes.



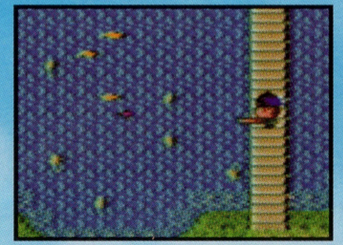
If fish are interested in your presentation, they'll circle the Float and you'll hear a beep.

When a fish strikes, the Float dips and the beep becomes a steady tone. Press the A or B Button to reel him in.

LURE FISHING

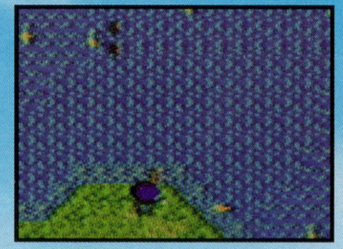


After casting a lure with the B Button, reel it in with the A or B Button to entice a fish to strike.



When a fish circles your lure, you know he's interested. Press the A or B Button to hook and reel him in.

FLY FISHING

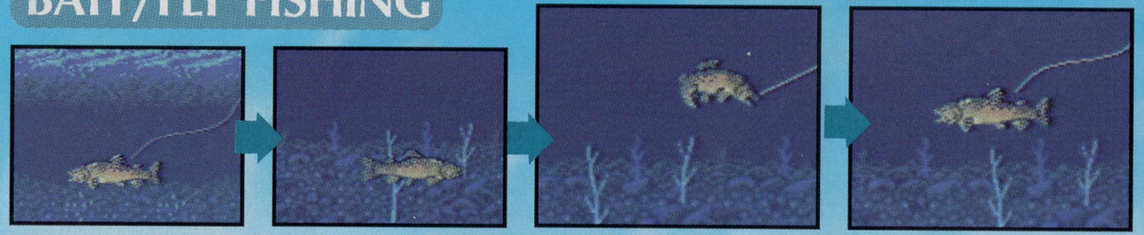


Once you've cast your fly with the B Button, reel it in as you would in Bait Fishing.

UNDERWATER VIEW

Hooking a fish is only half the work. Now you've got to land him. Pressing the A Button activates a screen that gives you an underwater perspective of your task. In Bait/Fly Fishing, you'll see the type of fish you've hooked, so that you can begin to reel him in successfully. Lure Fishing requires you to move the lure around to fool a fish into striking it.

BAIT/FLY FISHING



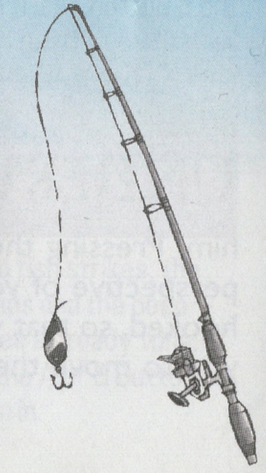
Wait for the fish to tire. Eventually it will slow down and stop. Press the A or B Button to begin reeling in your catch.

Stop reeling when the fish stops or tugs back at the line. If you don't use caution, it may break free.

LURE FISHING

Use the A or B Button to make the lure move like the fish's natural prey. The fish will approach your lure from the left.

When the fish strikes, reel it in as you would in Bait/FlyFishing.



SEEKING HELP

In each village you travel through, the people who own fish markets, tackle shops, and inns can provide valuable services. Consult the owners for an options menu. Use the B Button to cancel.

FISH MARKET

You can earn money for supplies by selling your catch at Fish Markets. The bigger the catch, the more money you'll get.

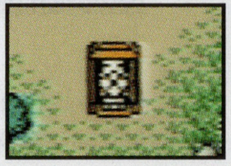
TACKLE SHOP

The Tackle Shop stocks most (but not all) of the gear you need, including rods, bait, and food.

INN

Staying at a village Inn will increase your Health Points to their maximum level. Prices vary from town to town.

SAVE POINT



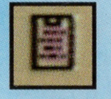
When you want to save or quit a game in progress, or check on your virtual fish in Raise Mode, walk to this kiosk.

SUPPLIES

Many of the Supplies you need are available at the Tackle Shop. You'll have to search or trade for some items.

PAIL (SMALL)

Pails let you keep fish alive until they're sold. The Small Pail holds four fish. Larger pails are available.

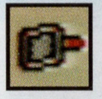


FISHING MEMO

This is a log of all of the fish you catch. It makes special note of record-breaking lunkers.

RAFT

The Raft is used for fishing offshore, and to gain access to certain waters.



NET

Investing in a Net saves money in the long run by letting you catch bait you'd otherwise have to pay for.

CHUM-MING

Chum is fish meat thrown in the water, where its smell attracts gamefish to the fisherman.

ORANGE

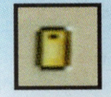
Nutrition is important to maintain health. Eating an Orange will restore ten Health Points.

RICE BALL

A Rice Ball is a very healthy, hearty snack. When you eat one, you regain twenty Health Points.

LUNCH

A good meal really hits the spot. You earn forty Health Points when you eat Lunch.



CHARM

As you embark on your journey, your mother gives you a lucky Charm with unknown powers.

AXE

Some of the best fishing holes lie in rugged, brushy terrain. Find an Axe to blaze a trail.

WIND-CHIME

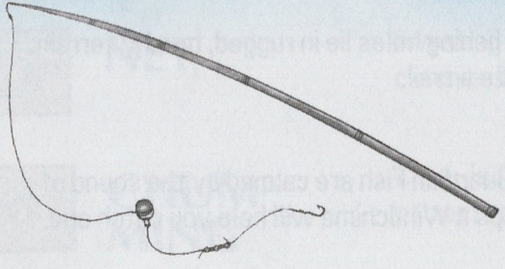
Legend says that Guardian Fish are calmed by the sound of windchimes. Perhaps a Windchime will help you catch one.

TACKLE SETS

You begin your adventure with a simple Float Rod. But to catch lunker fish, you'll need to upgrade your tackle. Each type of tackle requires specific techniques that you must master.

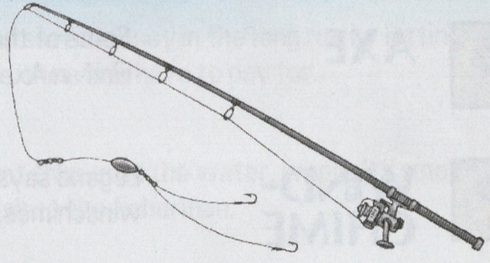
FLOAT ROD SET

This consists of a line fixed to the end of a simple pole, with a float to help position the hook. While this set-up is effective for small- to medium-size fish, you need a reel to land larger ones.



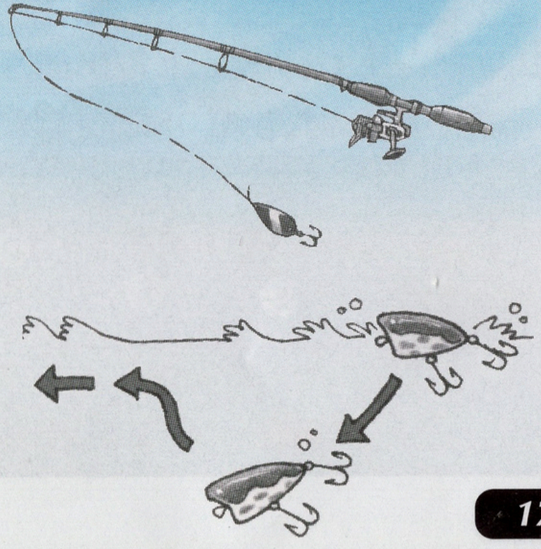
CASTING ROD SET

The Casting Rod is equipped with a reel to draw the line back in. A lead sinker allows you to get the hook down deep, regardless of the current. Use the B Button to reel the bait past your quarry.



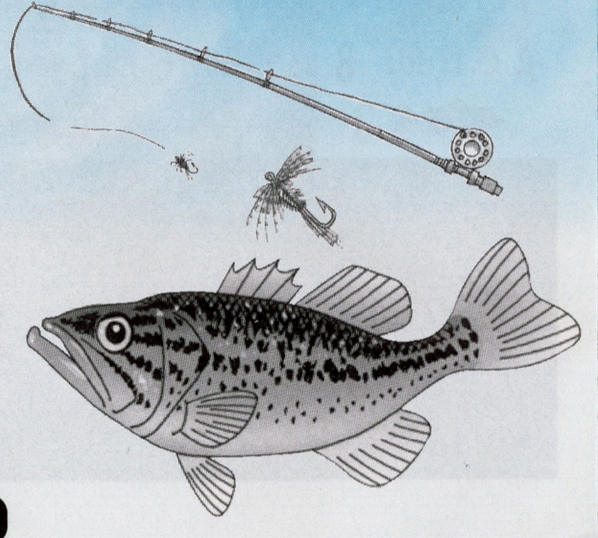
LURE ROD SET

The Lure Rod is similar to the Casting Rod. But instead of live bait on a hook, it uses an artificial lure resembling a fish's natural prey. Use the A Button to give realistic movement to the lure.



FLY ROD SET

The Fly Rod Set is for the advanced angler. A "fly" is an artificial insect that either floats on the surface (dry fly) or drifts underwater (wet fly). Fish mistake them for living insects and attack.



FISHING GUIDE MAPS

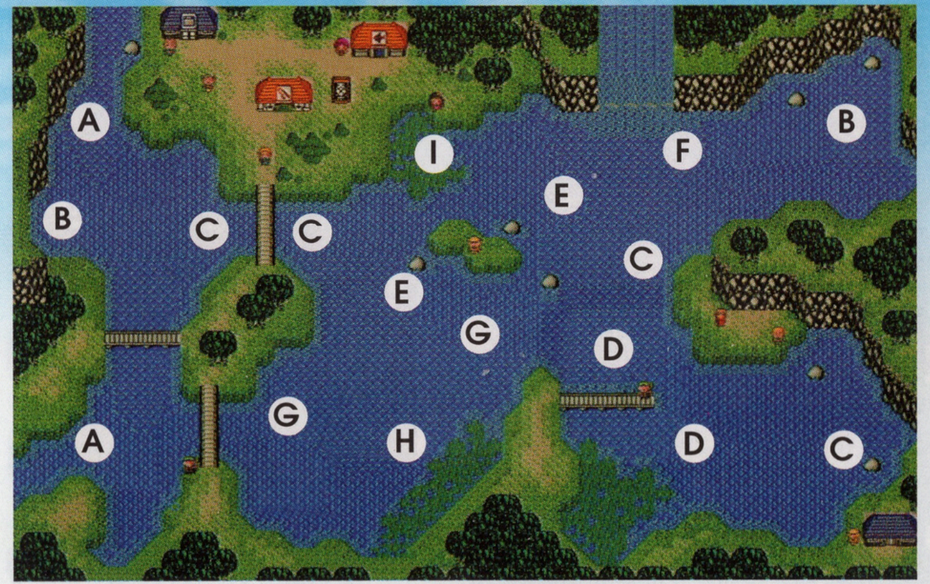
Different species of fish tend to prefer a specific habitat. Often larger fish will gather in deeper water, while smaller ones will hide in shallow waters and grass. These maps should give you an idea of where to fish.

TORRENT (FIRST STAGE)

A C.Trout B Bullhead C Gi.Trout D Char E Trout F R.Trout

LAKE 1 (SECOND STAGE)

A L.Trout B G.Trout C Smelt D Minnow E B.Bass



F B. Trout

G B.Gill

H Darter

I T. Stklbk

STREAM (THIRD STAGE)

A D. Chub

B Dace

C Ayu

D Sculpin

E Rudd

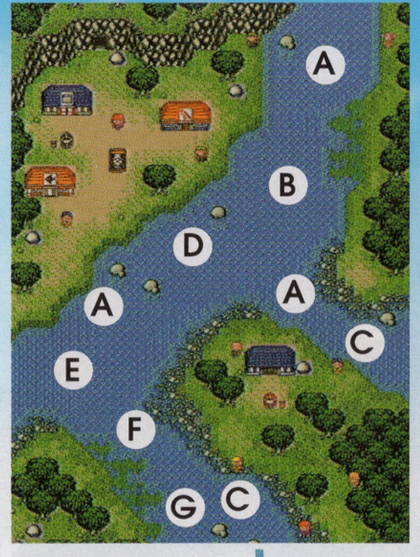
F P.Chub

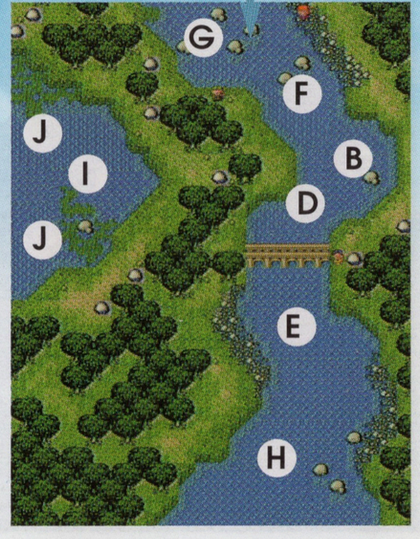
G R.Sclpin

H Salmon

I C.Carp

J Bit'ling





LAKE 2 (FOURTH STAGE)

A Carp

B Eel

C T.Gdgon

D Crucian

E Klifish

F Perch

G S.Gdgon

H W.Gdgon

I Snkhead

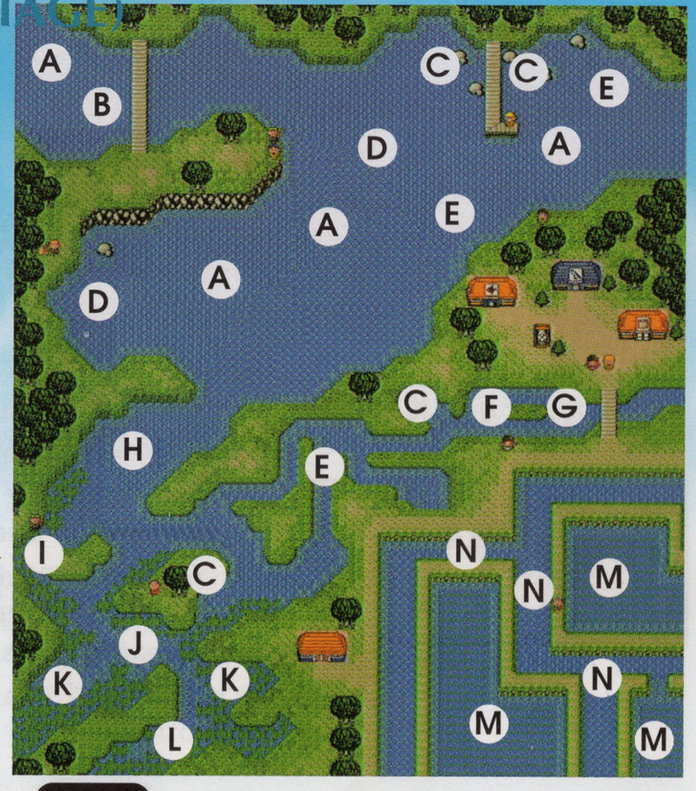
J Catfish

K N.Stklbk

L Shrimp

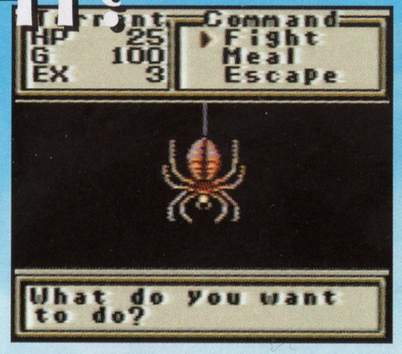
M Loach

N G.Carp

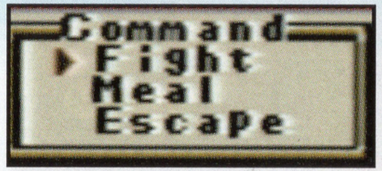


FIGHT OR FLIGHT?

Dangerous animals live near the water. Some have a taste for fish, others are simply territorial. When attacked, you must decide whether to fight and defend your catch, eat to bolster your strength, or run away to fish another day. It's all a question of your courage, health, and wisdom.



COMMAND



FIGHT If you decide to fight, it's bare fists against tooth, claw, or stinger. A fist icon randomly flashes over various parts of the predator's body; push the A Button when you want to land a blow. Tip: hits do the most damage when your Health Points are highest. If not defeated or stunned, predators will strike back. You and the predator take turns attacking each other.

Act quickly. The longer you wait to hit a predator, the faster the fist moves and the greater your chance of missing. Tip: If possible, aim for an animal's Weak Point.

MEAL A healthy player performs best in battle. Keep your Health Points high by making sure you eat frequently. Different foods restore a set number of Health Points. Tip: Always keep at least a small snack on hand.

ESCAPE If a threat appears too menacing or if you are wounded, it might be wise to cut your losses and flee. However, clean getaways exist only in fiction. Predators may still injure you or steal your catch. Better to lick one's wounds and live to fish another day.

PREDATORS

HP = HEALTH POINT
WP = WEAK POINT
EXP = EXPERIENCE POINT

If a predator's Health Points are depleted, you get a set number of Experience Points. Attacks to Weak Points do the most damage.

SPIDER

HP:12
WP:HEAD
EXP:2

BAT

HP:22
WP:EAR
EXP:3

CROW

HP:35
WP:BILL
EXP:4

SNAKE

HP:40
WP:HEAD
EXP:7

P.SPIDER

HP:20
WP:HEAD
EXP:3

LYNX

HP:28
WP: FACE
EXP:3

VAMPIRE

HP:40
WP:EAR
EXP:5

MONKEY

HP:45
WP:FACE
EXP:6

BEE

HP:34
WP:FACE
EXP:5

EAGLE

HP:45
WP:BEAK
EXP:7

B.BEAR

HP:52
WP:FACE
EXP:9

B.MONKEY

HP:56
WP:FACE
EXP:11

DEMONCAT

HP:35
WP:FACE
EXP:5

WASP

HP:58
WP:FACE
EXP:8

VIPER

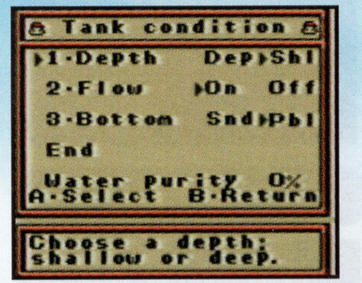
HP:60
WP:HEAD
EXP:9

BEAR

HP:68
WP:FACE
EXP:12

RAISE MODE

Fishing Mode shows that you can catch fish, but can you take care of one? In Raise Mode, you begin with an empty tank and a small fish egg. You'll create a habitat, select fish food, and clean the tank periodically. Within a short while, your pet fish will be healthy and happy.



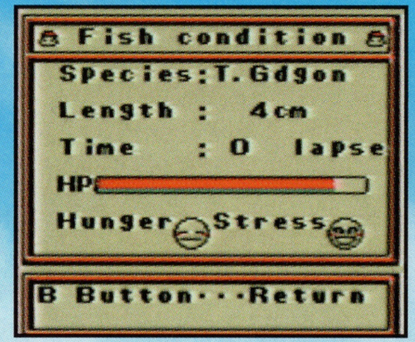
DEPTH When setting up your aquarium, first select either Deep or Shallow as the water Depth.

FLOW Adjust the tank's water Flow to regulate current, which also affects the purity of the water.

BOTTOM Choose either a sand or pebble bottom, depending on the habitat needs of a particular fish species.

FISH CONDITION

To raise a healthy fish, you must attend to its needs. Frequently check its status on the Fish Condition Screen, which displays data on species, size, age, and health. Keep an eye on the face icons, happy or sad, that reflect the hunger and stress levels of your pet.



FEED FISH

You will have to feed your fish regularly if you expect him to survive for any length of time. Choose from a number of different foods, and try to figure out what your fish prefers.

CLEAN TANK

Algae, uneaten food, and other waste can cloud the water, and affect your pet's environment. The larger the fish, the faster the water will get dirty. To remove impurities, drain the tank and refill it with clean water. However, some bottom dwelling fish actually prefer murky water.

TANK CONDITION

The Tank Condition screen shows you all of the habitat options you selected when you set up the tank. It also displays the water purity level, which lets you know when to clean it.

SETTING CHANGE

The settings in your tank are not static. You need to make frequent adjustments to your aquarium if you want fish to thrive. As they grow and evolve into other species, your pet fish require different habitats and foods. To be a responsible aquarium owner, you need to be aware of these changes as they occur.

An unusual feature of this game is that your pet fish gradually evolve into different species. Their evolutionary path is determined by the kind of care you give them and the environmental settings you choose.

As the saying goes, "There are plenty more fish in the sea." Once you've saved your sister, try catching each of the forty different fish, to reveal the location of Fun Lake...the ultimate fishing hole!

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